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Amendments to the Claims

1 Claim 7 (currently amended): In a computing environment ~~having a connection to a network,~~
2 computer readable code readable by a computer system in said environment, for enhancing
3 performance of ~~[[a]] an multithreaded application that services client connections using a plurality~~
4 ~~of worker threads,~~ comprising:

5 a subprocess for moving client connections from a pending connections queue to a first
6 queue when each of said client connections ~~[[are]] is~~ accepted by said application and confirmed
7 by a client that requested said client connection;

8 a subprocess for moving each of said client connections from said first queue to a second
9 queue when an initial data packet arrives for said client connection; and

10 a subprocess for assigning ~~[[a]] ones of said plurality of worker threads~~ thread to each of
11 said client connections on said second queue.

1 Claim 8 (currently amended): In a computing environment ~~having a connection to a network,~~
2 computer readable code readable by a computer system in said environment, for enhancing
3 performance of ~~[[a]] an multithreaded application that services client connections using a plurality~~
4 ~~of worker threads,~~ comprising:

5 a subprocess for receiving input client connections on ~~[[from]] multiple sources~~ pending
6 connections queues;

7 a subprocess for moving said client connections from said multiple pending connections
8 queues to first queues associated therewith as each of said client connections is accepted by said
9 application and confirmed by a client that requested said client connection;

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10 a subprocess for moving each of said client connections from said first queues to a single
11 queue when an initial data packet arrives for said client connection; and

12 a subprocess for assigning ones of said plurality of worker threads to merging said client
13 connections on said received input onto a single queue for scheduling.

Claim 9 (canceled)

1 Claim 10 (currently amended): Computer readable code for enhancing performance of a
2 multithreaded application according to Claim [[9]] 8, wherein said subprocess for scheduling
3 assigning further comprises:

4 a subprocess for assigning said ones from a group of active worker threads comprised of
5 changeable ones of [[a]] said plurality of worker threads, and having a changeable number of said
6 changeable ones, said changeable number being at least one, by using one; and
7 ~~— a subprocess for implementing a scheduling heuristic that balances for balancing said~~
8 changeable number in said active group against a current workload comprised of said client
9 connections requests stored on said single queue.

1 Claim 21 (currently amended): A system for enhancing performance of [[a]] an multithreaded
2 application that services client connections using a plurality of worker threads in a computing
3 environment having a connection to a network, comprising:

4 means for moving client connections from a pending connections queue to a first queue
5 when each of said client connections [[are]] is accepted by said application and confirmed by a

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6 client that requested said client connection;

7 means for moving each of said client connections from said first queue to a second queue
8 when an initial data packet arrives for said client connection; and

9 means for assigning ~~[[a]]~~ ones of said plurality of worker threads thread to ~~each of~~ said
10 client connections on said second queue.

1 Claim 22 (currently amended): A system for enhancing performance of ~~[[a]]~~ an multithreaded
2 application that services client connections using a plurality of worker threads in a computing
3 environment ~~having a connection to a network~~, comprising:

4 means for receiving ~~input~~ client connections on ~~[[from]]~~ multiple sources pending
5 connections queues;

6 means for moving said client connections from said multiple pending connections queues
7 to first queues associated therewith as each of said client connections is accepted by said
8 application and confirmed by a client that requested said client connection;

9 means for moving each of said client connections from said first queues to a single queue
10 when an initial data packet arrives for said client connection; and

11 means for assigning ones of said plurality of worker threads to merging said client
12 connections on said received input onto a single queue for scheduling.

Claim 23 (canceled)

1 Claim 24 (currently amended): The system for enhancing performance of a multithreaded
2 application according to Claim ~~[[23]]~~ 22, wherein said means for ~~scheduling~~ assigning further
3 comprises:

4 means for assigning said ones from a group of active worker threads comprised of
5 changeable ones of [[a]] said plurality of worker threads, and having a changeable number of said
6 changeable ones, said changeable number being at least one, by using one; and
7 ~~means for implementing a scheduling heuristic that balances for balancing said changeable~~
8 number in said active group against a current workload comprised of said client connections
9 requests stored on said single queue.

1 Claim 35 (currently amended): A method for enhancing performance of ~~[[a]]~~ an multithreaded
2 application that services client connections using a plurality of worker threads in a computing
3 environment ~~having a connection to a network~~, comprising the steps of:

4 moving client connections from a pending connections queue to a first queue when each of
5 said client connections [[are]] is accepted by said application and confirmed by a client that
6 requested said client connection;

7 moving each of said client connections from said first queue to a second queue when an
8 initial data packet arrives for said client connection; and

9 assigning [[a]] ones of said plurality of worker threads thread to each of said client
10 connections on said second queue.

1 Claim 36 (currently amended): A method for enhancing performance of ~~[[a]]~~ an multithreaded

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2 application that services client connections using a plurality of worker threads in a computing
3 environment having a connection to a network, comprising the steps of:

4 receiving input client connections on ~~[[from]]~~ multiple ~~sources~~ pending connections
5 queues;

6 moving said client connections from said multiple pending connections queues to first
7 queues associated therewith as each of said client connections is accepted by said application and
8 confirmed by a client that requested said client connection;

9 moving each of said client connections from said first queues to a single queue when an
10 initial data packet arrives for said client connection; and

11 assigning ones of said plurality of worker threads to merging said client connections on
12 said received input onto a single queue for scheduling.

Claim 37 (canceled)

1 Claim 38 (currently amended): The method for enhancing performance of a multithreaded
2 application according to Claim ~~[[37]]~~ 36, wherein said assigning step further comprising
3 comprises the step of:

4 assigning said ones from a group of active worker threads comprised of changeable ones
5 of ~~[[a]]~~ said plurality of worker threads, and having a changeable number of said changeable ones,
6 said changeable number being at least one, by using one; ~~and~~

7 ~~wherein said scheduling step further comprises:~~

8 ~~—implementing a scheduling heuristic that balances~~ for balancing said changeable number in

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9 said active group against a current workload comprised of said client connections ~~requests stored~~
10 on said single queue.